



UK

*Collection
Classique*

CHESS

Content

1 game board, 32 chess pieces.

Aim of the game

Chess is a game for two players, one with white pieces and one with black. The object is to capture your opponent's King. At the beginning the pieces are set up as shown in picture 1.

The Pieces and How They Move

White always moves first and then players take turns moving. Only one piece may be moved at each turn (except for castling, a special move that is explained later). All other pieces move along unblocked lines. You may not move a piece to a square already occupied by one of your own pieces. But you can capture an enemy piece that stands on a square where one of your pieces can move. Simply remove the enemy piece from the board and put your own piece in its place.

The King

The King is the most important piece. When he is trapped, his whole army loses. The King can move one square in any direction (see picture 2). An exception is castling, which is explained later. The King may never move onto check – that is, onto a space attacked by an opponent's piece.

The Queen

The Queen is the most powerful piece. She can move any number of squares in any direction – horizontally, vertically, or diagonally – if her path is not blocked (see picture 4).

The Rook

The Rook is the next most powerful piece. The Rook can move any number of squares vertically or horizontally if its path is not blocked (see picture 5).

The Bishop

The Bishop can move any number of squares diagonally if its path is not blocked. Note that if the Bishop starts on a white square it can reach only other white squares. At the beginning of the game you have one "black-square" Bishop and one "white-square" Bishop (see picture 6).

The Knight

The Knight's move is special. It hops directly from its old square to its new square. The Knight can jump over other pieces between its old and new squares. Think of the Knight's move as an "L". It moves two squares horizontally or vertically and then makes a right angle turn for one more square. The Knight always lands on a square opposite in colour from its old square (see picture 7).

The Pawn

The pawn moves straight ahead (never backward), but it captures diagonally. It moves one square at a time, but on its first move it has the option of moving forward one or two squares. If a pawn advances all the way to the opposite end of the board, it is immediately "promoted" to another piece, usually a Queen. It may not remain a pawn or become a King. Therefore, it is possible for each player to have more than one Queen or more than two Rooks, Bishops or Knights on

the board at the same time (see picture 8).

Special Moves

Castling

Each player may "castle" once during a game if certain conditions are met. Castling is a special move that let's a player move two pieces at once – his King and one Rook. In castling the player moves his King two squares to its left or right toward one of his Rooks. At the same time, the Rook involved goes to the square beside the King and toward the center of the board (see picture 3).

In order to castle, neither the King or the Rook involved may have moved before. Also, the King may not castle out of check, into check or through check. Further, there may not be pieces of either colour between the King and the Rook involved in castling. When the move is legal, either player has the choice of castling Kingside or Queenside or not at all, no matter what the other player chooses.

En Passant

This French phrase is used for special pawn capture. It means "in passing" and it occurs when one player moves a pawn two squares forward to try to avoid capture by the opponent's pawn. The capture is made exactly as if the player has moved the pawn only one square forward (see picture 9).

About Check and Checkmate

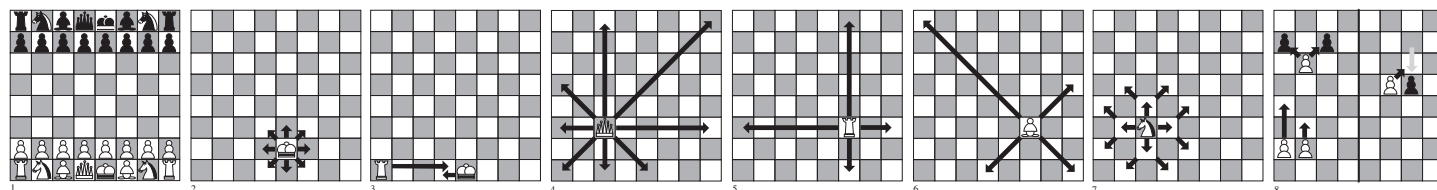
The main goal of chess is to checkmate your opponent's King. The King is not actually captured and removed from the

board like other pieces. But if the King is attacked ("checked") and threatened with capture, it must get out of check immediately. If there is no way to get out of check the position is a checkmate and the side that is checkmated loses. You may not move into check – for example, move into a direct line with your opponent's Rook if there are no other pieces between the Rook and your King. Otherwise, the Rook could "capture" the King, which is not allowed.

If you are in check, there are three ways of getting out:

1. Capturing the attacking piece;
2. Placing one of your own pieces between the attacker of your King (unless the attacker is a Knight);
3. Moving the King away from the attack.

If a checked player can do none of these, he is checkmated and loses the game. If a King is not checked but that player can make no legal move, the position is called stalemate and the game is scored as a draw, or tie.





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